BATTLEBOOKS INCORPORATED
DARKCHYLDE™
JUDGE DREDD
STREETS OF FIRE
$3.99 US
DIRECT EDITION

HOW TO PLAY:

SET-UP:

1. Choose a BattleBook Character to Play. Make sure you have both the BattleBook and the appropriate Maneuver Card that goes with your chosen book.
2. Keep the Maneuver Card of your chosen Character, and exchange BattleBooks with your opponent.
3. Your Maneuver Card represents your character and lists the options you have during the game. The BattleBook you now hold represent what your character sees.
4. Turn to the first Page, titled "Set To Attack".

THE FIGHT:

5. Read the text box from the Page you are on aloud to your opponent. This will inform him of any rules or Restrictions that he needs to be aware of for this round of the fight.
6. From your Maneuver Card, choose your first maneuver and find the appropriate Panel number. Keep in mind any rules or Restrictions you may have. The Panel number will be indicated in the column labeled with a "P". Your opponent should do the same.
7. Turn to that Panel, using the numbers at the bottom of the BattleBook. Your opponent should do the same.
8. Tell your opponent what your chosen Maneuver was and what Panel you are using. Your opponent should do the same.
9. Using the Matrix within your chosen Panel, find your opponents Panel number and follow the arrow to determine which Page you should now turn to. Your opponent should do the same.
10. Turn to that Page, using the numbers at the top of the Battlebook to see the result of that round of combat. Your opponent should do the same.

AFTERMATH:

11. If you are on a "Score" Page, then check your Maneuver Card to determine the Modifier of your chosen Maneuver. The Modifier will be indicated next to your chosen Maneuver, in the column labeled with an "M".
12. Add the Value of the Modifier to the Value of the Score to determine the Damage.
13. Inform your opponent of the Damage so that they may subtract it from their Character's Body Points. Body Points are indicated on your Maneuver Card.
14. Your opponent should do the same, if they are also on a "Score" Page.
15. If either Character is reduced to 0 Body Points or less, then that Character is KO'd. The first person to KO their opponent wins the game.
16. If neither Character has been KO'd then go to back to step 5 and repeat.

ADDITIONAL INFORMATION:

• Critical Hits – Sometimes a "Score" Page will include "Critical Restrictions". When on a "Score" Page that includes "Critical Restrictions" with a Modified score that is equal to, or greater than, the value indicated by the critical restriction text, then be sure to read aloud the "Critical Restrictions" to your Opponent. The "Critical Restrictions" must be obeyed by your opponent for the duration of the game.

SET TO ATTACK
1
WECOME TO MY NIGHTMARE!
TELL DARKCHYLDE: "NO RESTRICTIONS NEXT TURN AND ADD +1 IF YOU SCORE."
2→41 10→15 18→29 26→0 34→43 42→0
4→35 12→17 20→31 28→19 36→45 44→15
6→9 14→23 22→19 30→19 38→47 46→19
8→11 16→19 24→0 32→35 40→0 48→11
PANEL 2

CHARGE
3
YOU DON'T WANT TO MESS WITH ME!
TELL DARKCHYLDE: "DO NO GREEN OR YELLOW NEXT TURN."
PANEL 4
2→3 10→35 18→29 26→0 34→43 42→0
4→19 12→17 20→31 28→11 36→45 44→13
6→19 14→23 22→1 30→37 38→7 46→13
8→11 16→25 24→0 32→7 40→0 48→11

POWER PUNCH
5
TAKE THAT!
TELL DARKCHYLDE: "DO NO RED OR ORANGE NEXT TURN."
2→7 10→15 18→27 26→0 34→43 42→0
4→5 12→17 20→19 28→27 36→35 44→15
6→19 14→23 22→1 30→19 38→47 46→33
8→11 16→19 24→0 32→35 40→0 48→11
PANEL 6

DAZED
7
OOHHH...
SCORE 6
IF MODIFIED SCORE IS EQUAL TO OR GREATER THAN 10 THEN INCLUDE THE CRITICAL RESTRICTIONS.
TELL DARKCHYLDE: "DO ONLY JUMPS NEXT TURN."
CRITICAL: "DO NO ORANGE FOR THE REST OF THE COMBAT."
PANEL 8
2→41 10→15 18→19 26→0 34→43 42→0
4→5 12→17 20→31 28→11 36→19 44→15
6→9 14→23 22→1 30→37 38→47 46→33
8→19 16→25 24→0 32→19 40→0 48→11

GREAT SWIPE
9
SWOOSH!!
TELL DARKCHYLDE:
"DO NO RED OR
ORANGE NEXT TURN."
2→35 10→19 18→35 26→0 34→19 42→0
4→5 12→17 20→19 28→11 36→45 44→35
6→19 14→19 22→13 30→37 38→47 46→33
8→11 16→19 24→0 32→13 40→0 48→11
PANEL
10

SIDE SWIPE
11
RIPPP
TELL DARKCHYLDE:
"DO NO JAB
NEXT TURN."
PANEL
12
2→3 10→15 18→7 26→0 34→43 42→0
4→7 12→19 20→31 28→19 36→45 44→15
6→19 14→19 22→1 30→37 38→7 46→33
8→35 16→25 24→0 32→7 40→0 48→19

LEG WOUND
13
SCORE 3
IF MODIFIED SCORE IS EQUAL TO OR GREATER THAN 7 THEN INCLUDE THE CRITICAL RESTRICTIONS.
THIS REALLY BITES!
TELL DARKCHYLDE: "DO ONLY GREEN OR YELLOW NEXT TURN."
CRITICAL: "DO NO BLUE FOR THE REST OF THE COMBAT."
2→27 10→15 18→13 26→0 34→43 42→0
4→5 12→17 20→31 28→19 36→13 44→15
6→19 14→19 22→1 30→19 38→47 46→33
8→7 16→25 24→0 32→13 40→0 48→11
PANEL 14

15
JAB HIGH
TELL DARKCHYLDE: "DO NO SIDE SWIPE NEXT TURN."
HOW DOES THAT FEEL?
PANEL 16
2→3 10→15 18→19 26→0 34→43 42→0
4→19 12→19 20→31 28→11 36→45 44→15
6→9 14→23 22→19 30→37 38→47 46→19
8→11 16→25 24→0 32→19 40→0 48→11

CLAW & PUNCH
17
SWEET DREAMS!
TELL DARKCHYLDE: "DO NO *RED* NEXT TURN."
2→27 10→15 18→19 26→0 34→43 42→0
4→7 12→17 20→19 28→11 36→35 44→7
6→9 14→23 22→1 30→37 38→47 46→33
8→11 16→25 24→0 32→13 40→0 48→11
PANEL 18

KNOCKED OFF BALANCE
19
SCORE 0
UNGH!
TELL DARKCHYLDE:
"DO ONLY GREEN OR
YELLOW NEXT TURN."
PANEL
20
2→41 10→15 18→29 26→0 34→19 42→0
4→35 12→35 20→19 28→11 36→45 44→15
6→9 14→23 22→13 30→37 38→47 46→41
8→11 16→25 24→0 32→39 40→0 48→19

TURNED AROUND
21
GOTTA STAY ALERT!
SCORE 0
TELL DARKCHYLDE: "DO ONLY YELLOW NEXT TURN."
2→3 10→15 18→29 26→0 34→43 42→0
4→5 12→17 20→31 28→11 36→45 44→15
6→21 14→23 22→1 30→21 38→47 46→33
8→11 16→25 24→0 32→39 40→0 48→11
PANEL 22

CLAW & RIP
23
YOU'VE MESSED WITH THE WRONG GIRL!
TELL DARKCHYLDE: "DO NO *BLUE* NEXT TURN."
PANEL 24
2→7 10→15 18→35 26→0 34→19 42→0
4→5 12→17 20→19 28→11 36→45 44→35
6→19 14→19 22→13 30→37 38→47 46→33
8→11 16→19 24→0 32→13 40→0 48→11

25

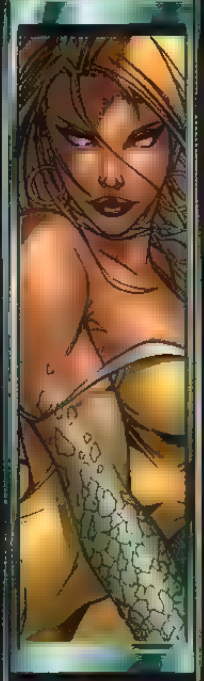
TELL DARKCHYLDE:
"DO NO *ORANGE* NEXT TURN AND IF CURRENTLY ON A SCORE PAGE AUTOMATICALLY INCLUDE THE CRITICAL RESTRICTIONS."

2→3	10→41	18→29	26→0	34→43	42→0
4→5	12→17	20→31	28→41	36→45	44→15
6→41	14→19	22→1	30→41	38→41	46→41
8→41	16→25	24→0	32→39	40→0	48→11

PANEL 26

BATTLEBOOKS

DARKCHYLDE



MANEUVERS

FLYING CHARGE	Flying Charge	2	4	O
	Power Punch	4	3	O
	Great Swipe	6	6	O
SWIPE	Swipe High	8	2	R
	[illegible]	[illegible]	[illegible]	[illegible]
JAB	Jab High	10	1	R
	[illegible]	[illegible]	[illegible]	[illegible]
SKILL	Claw & Punch	12	2	O
	[illegible]	[illegible]	[illegible]	[illegible]
	Claw & Bite	16	3	R
GRAPPLE	Leap & Claw	18	3	R
	Turn & Grab	20	2	Y
SPECIAL	[illegible]	[illegible]	[illegible]	[illegible]
	[illegible]	[illegible]	[illegible]	[illegible]
	Desperate Swipe	30	3	Y
JUMP	[illegible]	[illegible]	[illegible]	[illegible]
	Escape	34	S	Y
	Dodge	36	S	Y
	[illegible]	[illegible]	[illegible]	[illegible]
	Jump Back	22	S	Y

BODY POINTS
17

P Panel you [illegible]

M Modifier.

S Special (Score only if directed by "Tell Opponent" Statement.)

DARKCHYLDE

Real Name: Ariel Lynn Chylde
Former Aliases: None
Place of Birth: NR

Height: 5' 10" Eyes: Blue
Hair: Honey Blond
Weight: (as girl) 128 lbs.
(as nightmare creatures) Varies

Weapons, Demon Powers

History: Ariel Chylde was a troubled young teen long before she moved to her new home town of Salem, Ga. Plagued by frighteningly familiar and recurring nightmares, Ariel soon found out the hard and painful way that there were dark forces in her life that even she was unaware of. When her abusive father attacked her one fateful evening, they both quickly discovered that Ariel can summon and "become" any of the dreadful creatures culled from her multitude of dark dreams. What she didn't know at the time (but now does) was that once she sets these creatures free from the nightmare world of her mind, they don't necessarily have to return there if they don't wan tolo

Now, Ariel is invariably responsible for more than one wicked monster roaming the South Salem countryside. Consequences that have come back to haunt her more than once. Though her past is shrouded in mystery, Ariel hopes that the future holds much more promise, and the key that will set her forever free of the nightmare world that her life has now become.

BATTLEBOOKS INCORPORATED

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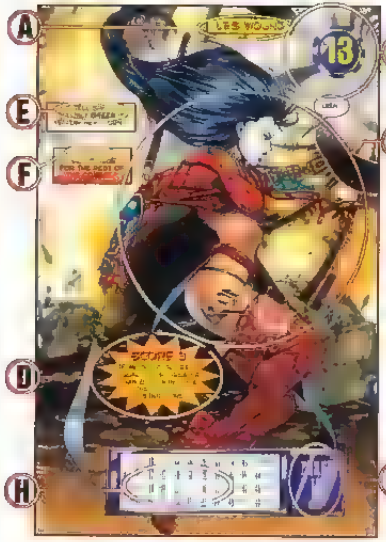

BattleBook Page

A- Page Name. Description of what is taking place in picture "C".

B- Page number.

C- Picture of your opponents' action or reaction.

D- Score indicator. Add or subtract modifier to this number.

E- Tell Opponent instructions for their next move.

F- Critical Restrictions. If total score is equal to or greater than the amount specified in "D" include these restrictions.

G- Panel number. Turn to the "Panel" that corresponds with your chosen move from your maneuvers card.

H- Matrix. Even numbers represent opponents' maneuvers. Odd number is the page you turn to in order to see your opponents' action or reaction.

Maneuver Card

I- Your characters' name. This is the hero that you choose to be.

J- Picture of your hero.

K- Maneuver categories.

L- Maneuvers' name.

M- Panel you turn to for a specific maneuver.

N- Modifier which you add or subtract (as indicated) if your move scores.

O- Color indicator. (Orange, Red, Blue, Green and Yellow)

P- Your characters' total "Body Points" at the start of a battle.

Q- Description of abbreviated terms.

"P"- Panel you turn to.

"M"- Modifier (+ or - from score if damage is inflicted.

"S"- Special (Score only if directed by "Tell Opponent" statement.

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BATTLEBOOKS

QUICKSTART RULES:

SET-UP (Both Players)

*Choose a *BattleBook*.
*Keep *Maneuver Card*. Exchange *BattleBook* with opponent.
*Turn to *Page* titled "Get To Attack." (Page 1)

THE FIGHT (Both Players)

*Read "Tell Opponent" restrictions from *Text Box*.
*Choose a *Maneuver* from your *Maneuver Card*.
*Turn to the indicated *Panel*.
*Tell each other which *Panel* you are each at.
*Using *Matrix*, find opponent's *Panel* (Even number) and determine which *Page* (Odd number) to turn to.
*Turn to that *Page* using the numbers at the top of the *BattleBook*.

AFTERMATH (Both Players)

*If on a "*Score*" Page, add *Value* of *Modifier* (Found in "*M*" column on Maneuver Card) to *Score* to determine the *Damage*.
*Tell opponent *Damage* so they may subtract it from their *Body Points*.
*If character has *Zero* (0) *Body Points* or less, then character is *KO'd*.
*If nobody is KO'd, go back to "*THE FIGHT*" and repeat.

YOU NEED AT LEAST TWO BOOKS TO PLAY A GAME.

27
HAND WOUND
SCORE 3
IF MODIFIED SCORE IS EQUAL TO OR GREATER THAN 7 THEN INCLUDE THE CRITICAL RESTRICTIONS.
I DON'T GET PAID ENOUGH FOR THIS.
TELL DARKCHYLDE: "DO NO RED OR ORANGE NEXT TURN."
CRITICAL: " DO NO LEAP & GRAB FOR THE REST OF THE COMBAT."
PANEL 28
2→3 4→5 6→9 8→11
10→27 12→17 14→23 16→25
18→27 20→27 22→1 24→0
26→0 28→27 30→27 32→39
34→43 36→45 38→47 40→0
42→0 44→15 46→33 48→27

LEAP & CLAW
29
TIME TO PUT YOU TO BED!
TELL DARKCHYLDE: "DO ONLY GREEN OR YELLOW NEXT TURN AND IF CURRENTLY ON A SCORE PAGE GO TO PAGE 41 AND DOUBLE THE DAMAGE."
2→3 10→15 18→29 26→0 34→43 42→0
4→13 12→19 20→31 28→11 36→45 44→15
6→9 14→23 22→1 30→19 38→19 46→19
8→11 16→25 24→0 32→39 40→0 48→11
PANEL 30

31
TURN & GRAB
LEAVING SO SOON?
TELL DARKCHYLDE:
"DO NO *RED* OR *ORANGE* NEXT TURN AND IF ON A SCORE PAGE GO TO PAGE 21."
PANEL 32
2→3 10→15 18→29 26→0 34→43 42→0
4→5 12→17 20→31 28→11 36→45 44→15
6→9 14→23 22→1 30→21 38→47 46→41
8→11 16→25 24→0 32→39 40→0 48→11

FLYING KICK
33
WHAK
TELL DARKCHYLDE: "DO NO BLUE OR YELLOW NEXT TURN."
2 → 3
4 → 5
6 → 9
8 → 11
10 → 15
12 → 17
14 → 23
16 → 25
18 → 29
20 → 31
22 → 1
24 → 0
26 → 0
28 → 11
30 → 21
32 → 39
34 → 43
36 → 45
38 → 47
40 → 0
42 → 0
44 → 15
46 → 33
48 → 11
PANEL 34

BODY WOUND
35
AHHHH!!!
SCORE 4
IF MODIFIED SCORE IS EQUAL TO OR GREATER THAN 8 THEN INCLUDE THE CRITICAL RESTRICTIONS.
TELL DARKCHYLDE: "DO ONLY GREEN OR YELLOW NEXT TURN."
CRITICAL: "DO NO SKILL FOR THE REST OF THE COMBAT."
PANEL 36
2→21 10→15 18→29 26→0 34→43 42→0
4→21 12→17 20→31 28→11 36→45 44→21
6→9 14→23 22→1 30→37 38→47 46→41
8→11 16→25 24→0 32→39 40→0 48→11

DESPERATE SWIPE
37
DON'T PANIC!
TELL DARKCHYLDE: "DO NO *RED* OR *ORANGE* NEXT TURN."
2→41 10→15 18→29 26→0 34→43 42→0
4→5 12→17 20→31 28→11 36→45 44→15
6→9 14→23 22→1 30→37 38→19 46→33
8→21 16→25 24→0 32→39 40→0 48→11
PANEL 38

SOAR UP
39
TIME TO TURN UP THE HEAT!
TELL DARKCHYLDE: "DO NO *BLUE* NEXT TURN AND ADD +1 TO ANY *ORANGE* THAT SCORES."
PANEL 40
2→13 10→35 18→29 26→0 34→19 42→0
4→5 12→27 20→31 28→11 36→45 44→15
6→9 14→23 22→35 30→19 38→35 46→33
8→11 16→25 24→0 32→39 40→0 48→19

KNOCKED DOWN
41
SCORE 0
IF MODIFIED SCORE IS EQUAL TO OR GREATER THAN 4 THEN INCLUDE THE CRITICAL RESTRICTIONS.
THAT'S GONNA LEAVE A MARK!
TELL DARKCHYLDE: "DO ONLY JUMPS NEXT TURN."
CRITICAL: "DO NO RED FOR THE REST OF THE COMBAT."
2→41 10→15 18→35 26→0 34→19 42→0
4→5 12→17 20→19 28→11 36→45 44→35
6→19 14→23 22→13 30→37 38→47 46→33
8→11 16→25 24→0 32→13 40→0 48→11
PANEL 42

43
ESCAPE
I'VE HAD BETTER DAYS.
TELL DARKCHYLDE:
"NO RESTRICTIONS AND REGAIN 2 BODY POINTS NEXT TURN OR YOU CAN ESCAPE. IF YOU ESCAPE THE COMBAT IS OVER AND I WIN!"
PANEL 44
2→41 10→15 18→29 26→0 34→19 42→0
4→5 12→13 20→31 28→11 36→45 44→19
6→9 14→19 22→13 30→37 38→35 46→33
8→13 16→25 24→0 32→39 40→0 48→19

DODGE
45
THAT WAS A CLOSE ONE!
TELL DARKCHYLDE:
" NO RESTRICTIONS NEXT TURN AND ADD +1 IF YOU SCORE"
2→3 10→19 18→29 26→0 34→43 42→0
4→5 12→17 20→31 28→11 36→45 44→15
6→9 14→23 22→1 30→37 38→41 46→41
8→19 16→25 24→0 32→39 40→0 48→11
PANEL 46

DUCK
47
TELL DARKCHYLDE:
"DO NO ORANGE NEXT TURN AND ADD +2 TO ANY BLUE OR YELLOW THAT SCORES NEXT TURN.
WHOA!!
PANEL 48
2→41 10→13 18→13 26→0 34→43 42→0
4→5 12→17 20→31 28→11 36→13 44→15
6→9 14→19 22→1 30→37 38→41 46→41
8→13 16→25 24→0 32→39 40→0 48→19

Darkchylde Battlebook

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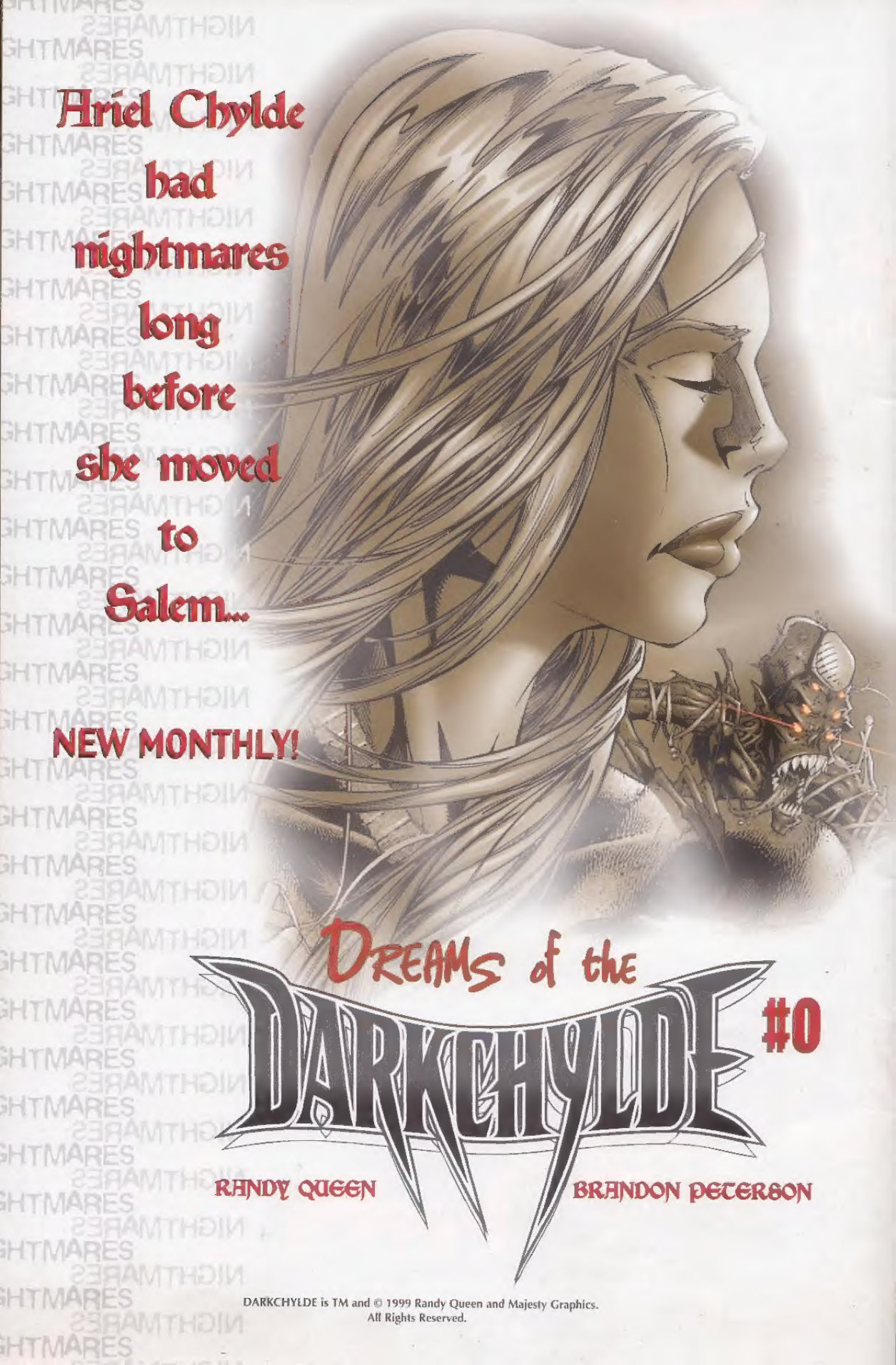

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